NVIDIA

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NVIDIA 2026 Internships: PhD Computer Architecture and Systems Research - US

Apply

📍 US, CA, Santa Clara

💼 Full time

🕐 Posted 5 Days Ago

📄 JR2003246

By submitting your resume, you're expressing interest in one of our 2026 Computer Architecture and/or Systems focused Research Internships. We'll review resumes on an ongoing basis, and a recruiter may reach out if your experience fits one of our many internship opportunities.

NVIDIA pioneered accelerated computing to tackle challenges no one else can solve. Our work in AI and digital twins is transforming the world's largest industries and profoundly impacting society — from gaming to robotics, self-driving cars to life-saving healthcare, climate change to virtual worlds where we can all connect and create.

Our internships offer an excellent opportunity to expand your career and get hands on experience with one of our industry leading Computer Architecture and Systems teams. We're seeking strategic, ambitious, hard-working, and creative individuals who are passionate about helping us tackle challenges no one else can solve.

Learn more about Research at NVIDIA.

What you will be doing:

- Design and implement algorithms, hardware, and software solutions that advance computing, graphics, media processing, and related technologies central to NVIDIA's innovation.

- Collaborate with other team members, teams, and/or external researchers.

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- Transfer your research to product groups to enable new products or types of products. Deliverable results include prototypes, patents, products, and/or publishing original research.

What we need to see:

- Must be actively enrolled in a university pursuing a PhD degree in Computer Science, Electrical Engineering, or a related field, for the entire duration of the internship.

- **Depending on the internship, prior experience or knowledge requirements could include the following programming skills and technologies:** C, C++, Perl, Python, CUDA.

- Strong background in research with publications at top conferences.

- Excellent communication and collaboration skills.

Potential internships require research experience in at least one of the following areas:

Hardware-software co-design

Computer Architecture

- GPU and Multi-GPU Architecture

- Scalable memory systems

- System-level GPU scheduling

- Power, performance, and energy-efficiency in large-scale systems

Programming Systems

- Parallel Computing

- Optimizing GPU-accelerated workloads

- Distributed Computing

- Compilers

High-Performance Networking and Interconnects

- Large-scale GPU networking

- Topologies, routing, and congestion control
- Circuits and microarchitecture for network controllers and switches

VLSI and Electronic Design Automation (EDA)

- GPU Accelerated EDA

Systems for AI/ML

- Systems Infrastructure for large LLM training and inference
- ML for hardware systems (ML for EDA)

Click here to learn more about NVIDIA, our early talent programs, benefits offered to students and other helpful student resources related to our latest technologies and endeavors.

Our internship hourly rates are a standard pay based on the position, your location, year in school, degree, and experience. The hourly rate for our interns is 30 USD - 94 USD.

You will also be eligible for Intern benefits.

Applications are accepted on an ongoing basis.

NVIDIA is committed to fostering a diverse work environment and proud to be an equal opportunity employer. As we highly value diversity in our current and future employees, we do not discriminate (including in our hiring and promotion practices) on the basis of race, religion, color, national origin, gender, gender expression, sexual orientation, age, marital status, veteran status, disability status or any other characteristic protected by law.

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